NES-2Y-USA

Dirty Harry™

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As night fell on the glittering city of San Francisco, Jack Bailey reflected on his operations. Also known as The Dealmaker, Bailey was currently the most successful kingpin in the Bay Area. The past year had been a good one—he had plenty of merchandise, his distribution network was solid, and the cops were too understaffed to put much of a dent in business. Things were plenty good as they were—there was no way he was going to play by the rules of that newcomer Anaconda from Colo-Colombiambia, who had approached him earlier that week about forming an alliance.

Everybody knew that The Dealmaker was the one who set the rules in this city.

Bailey was mulling over his plans for the next day when, suddenly, someone from behind slipped a velvet rope around his neck. The intruder tugged hard until Bailey, struggling futilely, finally slumped over the desk. Next to the body, on the hardwood floor, the intruder traced with chalk the S-shaped outline of a snake. The Anaconda was in business.

Inspector Harry Callahan entered the police chief's office and listened to him jabber with somebody in personnel about new hiring procedures. Finally, the chief hung up the phone.

"Don't you ever knock, Callahan? Well, okay, what is it?"

"The Dealmaker murder—my sources say it wasn't just any ordinary drug slaying. You know that chalk mark next to the body? That wasn't graffiti from any established gang in this city—it was a picture of a snake. Get it? It's The Anaconda."

"I don't care if it's the Lochness Monster. Let the drug scum in this city do each other in—what does it matter? We don't have time to deal with it."

"Look, Chief, The Anaconda's not just another drug dealer. He's got the worst reputation in Colombia, and now he's setting up shop here. He's got all the major drug gangs in the city behind him, and he's eliminating anyone who goes up against him. I'm telling you, Chief, this guy is trouble."

"And I'm telling you, Callahan, I want you off this case. You make too much of a mess of things. I'll handle this my own way. And anyway, you've got a bunch of reporters waiting for interviews with you, and you know how much we need some good PR."

"Marvelous. But tell me, what do I do if The Anaconda or his men just happen to cross my path?"

"That's not going to happen, Callahan, because as of right now you're taking a two-week vacation."

Scowling, Harry Callahan closed the door without saying goodbye. Outside and in his car, though, he allowed himself a bit of a Dirty Harry smile. There was no doubt about it—he and The Anaconda were sure to meet soon.

"Go ahead, punk," he said softly. "Make my day."

THE GAME

The Colombian drug kingpin known as "The Anaconda" has recruited all of San Francisco's drug gangs to help him to establish and maintain a drug distribution center. As "Dirty" Harry Callahan, your mission is to defeat the gangs, destroy secret weapons and drug stashes, and locate and capture The Anaconda before he escapes.

LEVEL 1

The Streets: Dirty Harry starts out on the streets, a terrifying landscape of gangs and danger. Streets are parallel and are connected by equally dangerous alleyways, all populated by savage gang members. By shooting down gang members, tiptoeing across rooftops and fire escapes, and climbing ladders and telephone poles, Harry can make his way into the buildings, which hide crates of needed supplies as well as

drugs and money. Pedestrians such as bagladies, basketball players, bookies, bums, etc. may also be helpful.

The Sewers: Manholes in the streets provide an entrance to the elaborate and dangerous sewer system, which eventually leads to The Anaconda's waterfront drug depot.

LEVEL 2

The Waterfront: The Anaconda's drug operations includes a massive shipping and receiving facility where all drugs will enter the country. This area is obviously well-protected by experienced gang leaders. The Anaconda was last seen in this area, and should be hiding out somewhere nearby. Useful items, drugs or cash may also be acquired by shooting or knocking out gang members in this area.

LEVEL 3

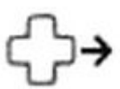
Alcatraz: Alcatraz, an island in the San Francisco Bay, is a former prison for hardened criminals that is now functioning as a tourist attraction. The Anaconda has ensconced himself on this island, surrounded by a group of trained killers. To capture The Anaconda, Harry must navigate through rough terrain on the island, make his way past the elite bodyguards, scale the cliffs, avoid the deadly mines, paratroopers, and helicopters, and confront the kingpin himself. But he must move fast, because if

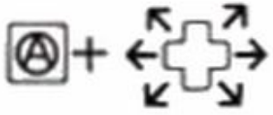
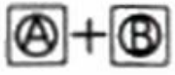
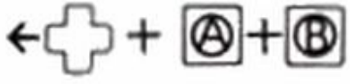
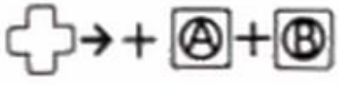
he is not careful, the Anaconda will try to make a getaway in his private helicopter.

Victory: If Harry can capture The Anaconda and defeat his gangs, his job will be done. He might even get a medal of commendation from the mayor—though maybe he shouldn't count on it.

CONTROLS

To Start Game: Press the Start Button.

	Outside	**Corridors**	**Rooms**
	Turn Left Walk Left Climb Left*	Turn Left Walk Left Go Through Door	Turn Left Walk Left Go Through Door
	Turn Right Walk Right Climb Right*	Turn Right Walk Right Go Through Door	Turn Right Walk Right Go Through Door

	Climb Up Ladder* Climb Up Pole* Enter Alley Go Through Door	Enter Corridor Go Through Door	Go Through Door
	Climb Down Ladder* Climb Down Pole* Crouch	Enter Corridor Go Through Door	Crouch
	Aim & Fire Weapon	Aim & Fire Weapon	Aim & Fire Weapon Drop Plastic Explosive
	Punch	Punch	Punch
	Kick Enemies Kick Open Crates	Kick Enemies Kick Open Crates	Kick Enemies Kick Open Crates
	Jump up	Jump up	Jump up
	Jump Left	Jump Left	Jump Left
	Jump Right	Jump Right	Jump Right

* Harry cannot fire when climbing.

INVENTORY SCREEN

To select the inventory screen and pause the game, press the Start button while playing. To resume game, press the Start button again.

Information on the inventory screen includes:

Useful Items: The number of each useful item currently in Harry's possession is listed. (Items are described below.) Use the arrow keys to select a desired item (.44 magnum, harpoon gun, LAWS missile launcher, grappling gun, plastic explosive, chili dog) to be used. If Harry is out of a selected tiem, he automatically will use his gun. Crowbars, gas masks, flashlights, and bulletproof vests are used automatically when needed.

Score: Harry receives points for confiscating drugs and money and defeating enemies.

Health: Harry has 100 health points (10 "bars" as seen on screen). When he loses all of them he loses a life. Harry can obtain more health points by eating chili dogs, defeating leaders, rescuing hostages, interacting with various pedestrians, and finding secret rooms..

Lives: Harry has five lives. If all lives are lost, Harry must begin again at the streets.

Passwords: If Harry completes a level, a password is given. Games can begin at Level 1 or, with the required password, at the beginning of Level 2 or Level 3.

USEFUL ITEMS

These items may already be in Harry's possession at the start of the game, or may be found during the course of Harry's mission.

Bullets: Harry packs a .44 magnum, the most powerful handgun in the world. And he uses lots of bullets (did he just fire six shots, or only five?). He can carry a maximum of 25 bullets at one time, and if he doesn't find more bullets somewhere, he'll run out.

Chili Dogs: One of these tempting babies restores 50 health points (or five health "bars" as seen on screen).

Crowbars: These can be used once each to open locked doors.

Plastic Explosives: Explosives can be used one time each to open safes.

Bulletproof Vests: These can be used to prevent injury from a limited number of enemy bullets.

Gas Mask: This can be used multiple times indoors to avoid poison gas.

Trashcan Lid: This will protect Harry temporarily from bricks and molotov cocktails. It can be used for a short time only, and cannot be carried in inventory.

Flashlight: Possession of a flashlight will help Harry see in the darkened sewers.

LAWS Missile Launcher and Missiles: Provides ultimate force against tough enemies.

Harpoon Gun and Harpoons: Can be used against the deadliest of enemies.

Grappling Hooks: These will stick into solid concrete, allowing Harry to swing across dangerous terrain.

ENEMIES

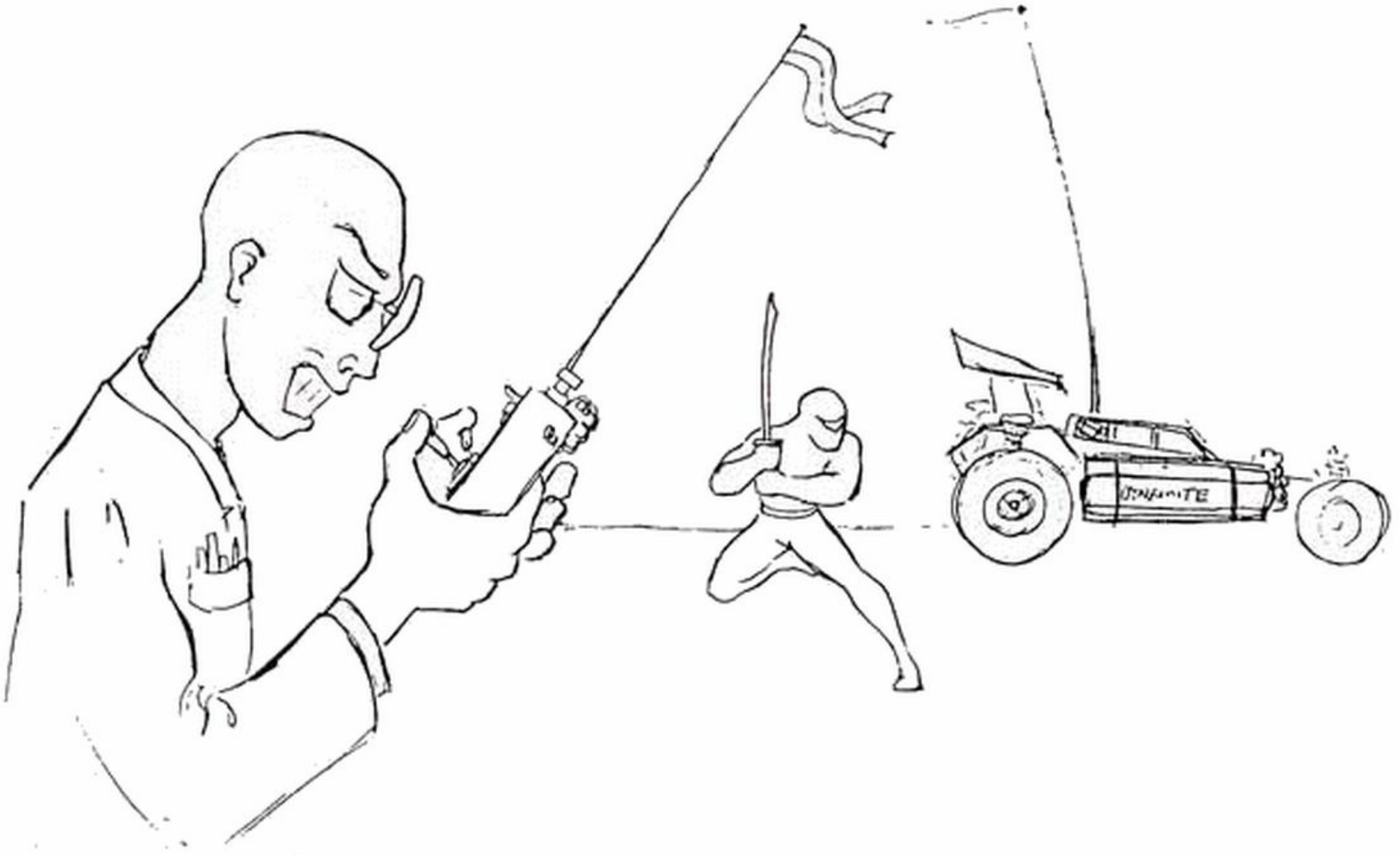
LEVEL 1

Hooligans: These gang members are violent, but poorly armed and poorly trained. Their favorite tactics include throwing molotov cocktails and bricks from rooftops, and attacking hand-to-hand with knives and chains.

Gruff: The athletic leader of the Hooligans, Gruff, attacks with hand grenades.

Longcoats: This gang is armed with pistols and is more aggressive than the Hooligans. Longcoats drop nets to capture their enemies, and also throw bricks and attack with knives, baseball bats, kicks, and punches.

Striker: Striker, the Longcoat leader, attacks with a Winchester pump.



The Toymaker: The demented Toymaker dwells in the sewers and protects the kingpin's drug and weapon stash with dozens of tiny, remote-control cars which might explode at any moment. This madman is mighty clever and almost impossible to pass.

LEVEL 2

Dockworkers: Dockworkers are tough fighters, and are armed with sub-machine guns.

Power Boat: Dockworkers with machine guns make crossing the waterfront very difficult.

Longshore. The Dockworker boss is an agile fighter and is protected with bulletproof clothing. In addition to his wits, Harry will need something special to get past this aggressor.

LEVEL 3

Mercenaries: These tough commandos have been hired by the kingpin as a last resort to stop Harry. They fire heavy machine guns from concealed positions, and can throw grenades and knives accurately. They are masters at hand-to-hand combat. They also can call in the helicopter gunship, which shoots down enemies from above.

Paratroopers: These men are armed and dangerous once they land.

General Ripper: The Mercenary commander is armed with a massive assault rifle and doesn't stand still for very long. He probably can't be defeated with ordinary bullets.

OTHER DANGERS

Falling: Falling from buildings or high wires will injure Harry. Falling into the icy waters of the San Francisco Bay or into sewer pools will drown Harry.

Electrified Live Wires and High-Voltage Traps: Wires and high-voltage traps, which can electrocute Harry, may be located outside or in sewers.

Anacondas: These slow-moving but deadly snakes are the kingpin's personal favorite. They guard stashes of drugs and money.

Laser Security Systems: High-tech laser security systems are used in some buildings. Avoid the lasers or else.

Sharpshooters: These assassins may launch a surprise attack anywhere and any time.

Guard: A big, burly guard watches over one of the rooms inside a building. Getting past him will be some trick.

Poison Gas: This can be deadly if Harry isn't wearing a gas mask.

Giant Rats: These nightmarish creatures infest the sewers and can inflict quite painful bites.

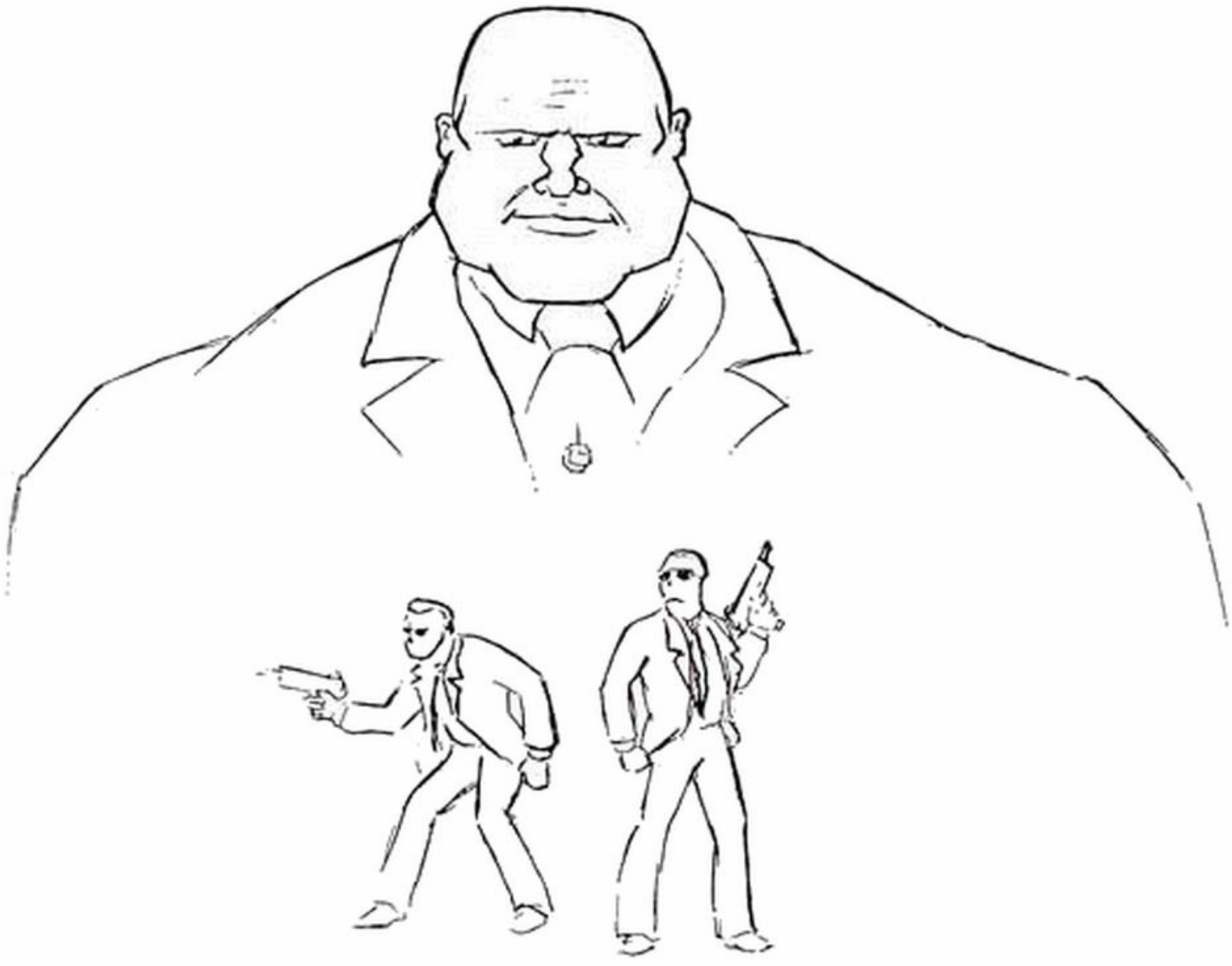
Killer Cockroaches: These monster cockroaches live in damp places. They are impossible to eliminate.

Explosive Cars: Stay far away from these remote-controlled cars. They may explode if you let them get too near.

Toxic Waste: Avoid these deadly droplets falling from above.

Falling Rocks: Alcatraz is a primitive island, and may have dangerous falling rocks that should be avoided.

Watch out for further adventures with Harry Callahan!



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–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver
–Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

Printed in Japan